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Subject: 3D vector rotation to the Z axis

Posted by [MartyL](#) on Tue, 14 Dec 2010 03:11:49 GMT

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I would like to rotate an arbitrary 3D vector to be aligned with the Z axis. I can translate and scale the vector but I can not find a formula to create the rotation matrix to perform the rotation. It sounds simple but I can't seem to find one.

Thanks

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